

TWL-VSOV-AUIS

NINTENDO DS<sup>®</sup>

# SONIC<sup>™</sup>

## CLASSIC COLLECTION

**4** CLASSICS  
IN ONE GAME



SEGA<sup>®</sup>

EmuMovies

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



This Game Card will work only with the Nintendo DS® systems.

This title is only compatible with European/Australian region Nintendo DSi™ units.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo-DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

LICENSED BY



TRADEMARKS ARE PROPERTY OF THEIR RESPECTIVE OWNERS.  
NINTENDO DS IS A TRADEMARK OF NINTENDO.

Thank you for purchasing *SONIC CLASSIC COLLECTION™*. Please note that this software is designed only for use with Nintendo DS® system. Be sure to read this instruction booklet thoroughly before you start playing.

## CONTENTS

GETTING STARTED . . . . .	2
SONIC THE HEDGEHOG . . . . .	6
SONIC THE HEDGEHOG 2 . . . . .	8
SONIC THE HEDGEHOG 3 . . . . .	10
SONIC & KNUCKLES . . . . .	12
WARRANTY . . . . .	15
CUSTOMER SUPPORT . . . . .	16

# GETTING STARTED

Make sure your Nintendo DS system is turned off. Insert the SONIC CLASSIC COLLECTION™ Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. The **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi system, simply touch the SONIC CLASSIC COLLECTION™ icon to start the game.

When using a Nintendo DS/DS Lite system, touch the Sonic Classic Collection™ Panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to **AUTO MODE**, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

**NOTE:** "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite and Nintendo DSi systems.

## WARNING - HEALTH AND SAFETY

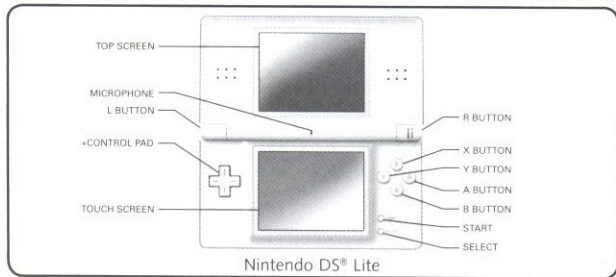
BEFORE PLAYING, READ THE HEALTH  
AND SAFETY PRECAUTIONS BOOKLET  
FOR IMPORTANT INFORMATION  
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT  
[www.nintendo.com/healthandsafety/](http://www.nintendo.com/healthandsafety/)



Touch the Touch Screen to continue.



## Nintendo DS Lite



At the Main Menu, press START or touch the Touch Screen to access the sub menus.

Use the arrows on the Touch Screen to scroll through the games or artwork. Once you've picked a game to play, touch the  icon to play the game. To return to the previous screen touch the  icon.

## Main Menu

### GAMES

Access all of the classic Sonic games in this collection.

### ILLUSTRATIONS

Access the gallery to view bonus artwork.

### CREDITS

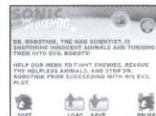
See the staff list of this game.



## Game Menu

During the action, the following options will be available to you at all times. Simply touch the icons on the Touch Screen to use each option.

Please note that Sonic 3 and Knuckles in Sonic 3 do not contain the save and load game options as they have an auto-save feature.



### STORY & OBJECTIVES

View the objectives and story of the selected game.

### BASIC CONTROLS

View the control scheme of the selected game.

### SAVE GAME

Save the current game from any location and condition.

Please note that for Sonic and Knuckles this feature is disabled and the game will load from the beginning of the current Zone.

### LOAD GAME

Load previously saved games.

## Common Controls

The following game controls are common to the Sonic the Hedgehog series featured in this collection. Additional game/character-based controls will be explained under each game title (starting from p.6).

Walk / Run

+Control Pad ←/→

Jump (Spin Attack)

A / B / Y Button

Rolling Spin Attack

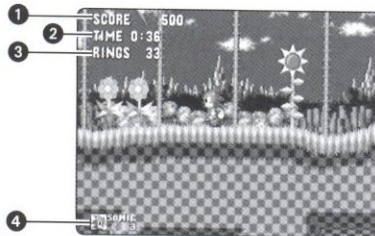
+Control Pad ↓ (while moving)

Spin Dash

+Control Pad ↓, A/B/Y, release ↓

## Game Display

The following display items are available while playing *Sonic the Hedgehog*, *Sonic the Hedgehog 2*, *Sonic the Hedgehog 3* and *Sonic & Knuckles*.



- 1 Current score
- 2 Time elapsed
- 3 Number of Rings  
(\*Flashes when zero)
- 4 Remaining Lives

## Items & Objects



### ✪ RINGS

Staying alive will be tough, but by grabbing Rings, Sonic won't get hurt when attacked. If an enemy attacks, you will lose the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.



### ✪ ITEM BOX

Smash the Item boxes with a Spin Attack to get Rings and Special Items. See details of each game to find out what kind of Special Items are available in the game.



### ✪ LAMPPOSTS / STARPOSTS

By crossing through a Lamppost or Starpost, your present score and time will be recorded. If you fail to complete the Act, you will return to the last Lamppost you touched.

*The appearance of the items/objects above varies slightly between games.*

## Game Score

All enemies are worth 100 points. Defeating Dr. Robotnik (AKA Dr. Eggman) at the end of a Zone earns you 1,000 points. Both the Time Bonus and the Ring Bonus will be added to your final score when available.



- ★ Time bonus – This bonus is based on how much time you took to clear the Act.
- ★ Ring bonus – This bonus is determined by the number of Rings you have left at the end of an Act.



# SONIC THE HEDGEHOG



## ◆ GAME OBJECTIVE

Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with three thrilling Acts. You will face Dr. Robotnik at the end of every Zone (third Act). You have 10 minutes of Game Time to clear each Act. After 10 minutes, a TIME OVER message will appear and you will lose a Life.

## Additional Controls

✦ While standing still, press the +Control Pad (up/down) to scroll the screen up and down. The screen will not scroll when Sonic is already at the highest or lowest point.

\* Spin Dash (mentioned in p.4) cannot be used in this game.

## Special Items



**Super Rings:** 10 Rings at once!



**Power Sneaker:** Run even faster!



**1-Ups:** An extra Life.



**Invincible:** Safe from enemy attacks for a short time.



**Shield:** Defends you from one enemy attack.

## Special Stages

If you have 50 Rings at the end of any Act, you can warp to the Special Stage by jumping into the giant gold Ring.



Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Special Stage, the aim is to grab the Chaos Emerald and as many Rings as you can while keeping away from the Goal Blocks.



### ✦ CHAOS EMERALDS

These come in 6 different colours: yellow, pink, blue, green, red and white. You can find one in every Special Stage so collect them all!



### ✦ GOAL BLOCKS

This is the end of the Zone. Touch this and you will return to the previous Zone empty handed.

## Play Tips

- ✦ Grab all the Rings you can. When you lose your Rings, rush to grab them before they disappear.
- ✦ Watch the traps carefully to see how they move and improve your chances of avoiding them.
- ✦ Look for ways to get to places that seem impossible to reach.
- ✦ Use the Spin Attack, find hidden items, look for secret rooms!
- ✦ Destroy enemies in succession for bonus points.
- ✦ By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after GAME OVER. Press START before the timer expires during the Continue Screen.

# SONIC THE HEDGEHOG 2



Dr. Robotnik has returned, again bent on world domination. Join Sonic and his sidekick Miles "Tails" Prower the fox as they try to stop the demented scientist from discovering the Chaos Emeralds and completing the ultimate weapon, the "Death Egg."

## ◆ GAME OBJECTIVE

Avoid traps and Badniks as you guide Sonic and his sidekick Tails through ten different Zones on the trail of the mad scientist Dr. Robotnik. You have 10 minutes to clear each Act. After 10 minutes, a TIME OVER message will appear and you will lose a Life.

## Additional Controls

### ✧ SUPER TWIST

In Metropolis Zone, press the +Control Pad left/right to turn the metal nut up or down the screw.



### ✧ PINBALL ATTACK

In Casino Night Zone press the Y, B or A Button to push down the spring and hold it down to build power and release to spring away! The Y, B or A Buttons are also used to flip the levers.

## Special Items



**Super Rings:** 10 Rings at once!



**Power Sneaker:** Run even faster!



**1-Ups:** An extra Life.



**Invincible:** Safe from enemy attacks for a short time.



**Shield:** Defends you from one enemy attack.

## Special Stages

This is your chance to collect a Chaos Emerald. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Starpost of your original Zone.



## Play Tips

- ✧ Jump on levers, hang from vines, or use Spin Attack to find hidden items.
- ✧ In the Special Stage, don't move too fast or you may miss the Rings.
- ✧ Destroy enemies in succession for bonus points.
- ✧ By collecting Rings and improving your score, you may be lucky and obtain a Continue worth three more lives after GAME OVER. Press START before the timer expires during the Continue Screen.



# SONIC THE HEDGEHOG 3



Dr. Robotnik's "Death Egg" has lost its ability to fly after crash landing on the Floating Island, and only the power of the Chaos Emeralds can repair his ship. To obtain these, he tricks their guardian Knuckles the Echidna convincing him that Sonic and Tails are really his enemies...

## ◆ GAME OBJECTIVE

Dodge Badniks and traps set by Knuckles, collect Rings, and uncover Chaos Emeralds as you guide Sonic and his sidekick Tails through six different Zones on the trail of the deranged scientist Dr. Robotnik.

## Data Select Screen

The DATA SELECT screen allows you to store up to six different games. Press the +Control Pad (left/right) to select a Game Save Window and press START to play. To start a new game, select **NEW** and press the +Control Pad (up/down) to select your character(s). To play without recording your progress, Select **NO SAVE** (top left box). If you complete a game and collect all the Chaos Emeralds, you are allowed to play a game from any Zone.



## Additional Controls

### ◆ INSTA-SHIELD

During a Spin Jump, press the Y, B or A Button to generate enough energy for Sonic to be protected by a shield for a split second.

### ◆ TAILS

Press the Y, B or A Button multiple times so Tails can lift off and fly for a short amount of time. Use the +Control Pad for direction and tap the Y/B/A Button to maintain altitude.

## Special Items



**Super Rings:** 10 Rings at once!



**Power Sneaker:** Run even faster!



**1-Ups:** An extra Life.



**Invincible:** Safe from enemy attacks for a short time.



**Robotnik:** DANGER! You will receive damage like any Badnik attack.



**Water Shield:** Allows you to breathe underwater and bounce like a ball.



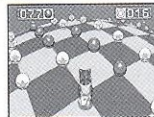
**Lightning Shield:** Attracts Rings like a magnet and a defense for electric and energy ball attacks. Will allow you to double jump too.



**Flame Shield:** Defends you from fire attacks and enables you to perform Fireball Spin Dash.

## Special Stages

Every Act has a hidden room with a giant Ring. Leap into the Ring to enter the Special Stage. This is your chance to collect the Chaos Emerald. Grab the blue spheres and avoid the red. When you collect all the blue spheres, a Chaos Emerald will appear.



## Bonus Stages

To find the Bonus Stage, collect 50 or more Rings during an Act, touch a Starpost and then leap into the tiny stars that appear. In the Bonus Stage, grab extra 1-Ups, Special Items, and Rings by turning the crank of the Gumball Machine.

# SONIC & KNUCKLES



Having blasted Dr. Robotnik's "Death Egg" to smithereens, Sonic is determined to find the Emeralds hidden on Floating Island, but Knuckles is equally determined to stop him by all means available. While they're going the rounds with each other, who will stop Dr. Robotnik?

## ◆ GAME OBJECTIVE

Help Sonic or Knuckles collect Rings, avoid Badniks and escape traps as Dr. Robotnik attempts another dastardly plot to take over the world. You have 10 minutes to clear each Act. If you go over 10 minutes, a TIME OVER message will appear, costing you a Life.

## Character Selection

Press the +Control Pad (up/down) on the Title Screen to select either **SONIC** or **KNUCKLES** and press START to begin the game.

## Additional Controls

### ◆ INSTA-SHIELD

Quickly press the Y, B or A Button twice to generate a shield for a split second.

### ◆ KNUCKLES GLIDE

While Knuckles is jumping, hold the the Y, B or A Button to glide through the air, and press the +Control Pad (left/right) to navigate the glide. You can use this move to attack opponents.



### ◆ KNUCKLES WALL CLIMB

Knuckles can perform a wall climb by leaping towards a vertical surface and pressing the Y, B or A Button to stick to the surface. Press the +Control Pad up/down to climb up and down and then press the Y or B Button to jump off.



## Special Items

Smash open the Item boxes with Spin Attack to get Power-Ups. For details of the Special Items for this game, please refer to the Special Items section in **Sonic the Hedgehog 3** (p.11).

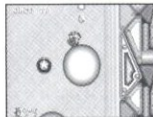
## Bonus Stages

The number of Rings that you have when you touch the Starpost will determine the Bonus Stage. Collect 50 Rings in a Bonus Stage to earn an extra credit to continue when the game is over. When the Bonus Stage is over, you will return to the location of the Starpost to continue the Act.



### ◆ SLOT MACHINE STAGE

Collect Rings when the tumblers roll. Jump towards the centre and avoid the Goal Blocks to stay in this stage.



### ◆ GLOWING SPHERES STAGE

Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers and bumpers to help you, and watch out for the strings of force field orbs creeping up from below!



## Special Stages

Every Act has a hidden room with a giant Ring. Leaping into the Ring will teleport you to the Special Stage.

This is your chance to collect the Chaos Emerald. Grab the Blue Spheres and avoid the Red Spheres. When you collect all of the Blue Spheres, a Chaos Emerald will appear. When you find a block of Blue Spheres (at least 3x3), touch all of the perimeter spheres and turn them into Rings. Note that you can earn a credit to continue the game if you collect 50 or more Rings.



## MORE SONIC & KNUCKLES GAMES !!!



Combined ("lock-on") games of **Sonic & Knuckles** can also be played in this collection. Play **Knuckles in Sonic 2** and **Knuckles in Sonic 3** to find more enemies and secrets not found in the standalone versions (**Sonic the Hedgehog 2** and **Sonic the Hedgehog 3**).

Note that some elements of the game such as playable characters, items and bonus stage will vary from the standalone versions.

## LIMITED WARRANTY

**WARRANTY:** SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of one hundred and eighty (180) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

**WARRANTY LIMITATION:** This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault result from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

**WARRANTY CLAIM:** If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

**LIMITATION:** TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

© SEGA. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. All rights are reserved. Without limiting the rights under copyright, unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, renting, broadcast, public performance or transmissions by any means of this Game or accompanying documentation of part thereof is prohibited except as otherwise permitted by SEGA.

## CUSTOMER SUPPORT

Please check  
<http://sega-en.custhelp.com/>  
or call

**1902 215 422\***

for details of product support in your region.

Register online at [www.sega.com](http://www.sega.com) for exclusive news,  
competitions, email updates and more.

\*Calls cost \$2.48(incl GST) per minute. Higher from mobile/public phones.

## NOTES

SEGA and the SEGA logo, Sonic Classic Collection and the Sonic Classic Collection logo are either registered trademarks or trademarks of SEGA Corporation. © SEGA. All rights reserved. Trademarks are property of their respective owners.

# OUT NOW



[www.olympicvideogames.com](http://www.olympicvideogames.com)

TM IOC. Copyright © 2009 International Olympic Committee ("IOC"). All rights reserved. SUPER MARIO characters © NINTENDO. Trademarks are property of their respective owners. Nintendo DS is a trademark of Nintendo. SONIC THE HEDGEHOG characters © SEGA. SEGA, the SEGA logo and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA Corporation.

SEGA Europe Ltd., 27 Great West Road, Brentford, Middlesex, TW8 9BW, U.K.

PRINTED IN AUSTRALIA

Published by

**SEGA®**